

DARKSIDERS™



HELLBOOK



The
Black
Throne

The
Ashlands

Silitha's
Loom

Dry
Road

Drowned
Pass

Anvil's
Ford

Scalding
Gallows

The
Hollows

The
Crossroads



Echo
Gorge

The
Broken
Stair

Choking
Grounds

Twilight
Cathedral

DARKSIDERS™



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The Horseman Cometh



Since the dawn of time, the armies of Heaven have clashed with the legions of Hell. Drawn to the conflict was the Charred Council, an entity bound by ancient laws to preserve order and balance. It held that any great power, unchecked, threatened the very fabric of the universe. In time, Heaven and Hell came to honor the Council and its laws, for none were beyond the swift and terrible justice of the Council's enforcers—a brotherhood known as the Four Horsemen.

Amid the turmoil, the first humans emerged. The Council foretold that these weak but cunning creatures would someday be integral to the Balance. Thus, a third realm was named, the Kingdom of Man.

By order of the Council, a truce was at last forged between Heaven and Hell. The pact was bound by seven seals, to be broken only when Man's Kingdom stood ready for the Endwar. This great battle would determine the ultimate fates of the Three Kingdoms.

But the pact was shattered before its appointed time, and into this Apocalypse rode the most fearsome of the Horsemen.

His name was War.







The World of Darksiders





the crossroads



It is the sight of the familiar, turned a perverse shadow of itself, which makes **The Crossroads** truly horrifying. Here, buildings that were once hotels, museums, and apartments are now tombs which spill their dead onto the sundered pavement. The Wicked continually roam the streets, still oozing gore after a hundred years. Scattered around them are impassable thickets of black stalagmites that smell suspiciously like burning blood.

Many parts of the city have been corroded by pure evil or claimed by howling demons—but it is at the Crossroads where Hell and Earth truly meet.





scalding gallows



The **Scalding Gallows** looms ominously over a lake of fire, its curved spires grasping at the foreboding skies. When Samael dared to defy the Destroyer, he was imprisoned within the hellish confines of the Gallows. Samael was a demon lord of legendary power, yet even he was broken by the Destroyer's might. Will the Horseman face a similar fate?





choking grounds



While it was left largely untouched by the fires that purged mankind from the Earth, the city's cemetery is now among the most dangerous corners of the Destroyer's kingdom. The corpses beneath the weathered headstones stir from their sleep, and rise from the blackened soil with an insatiable hunger.

Do not wander too close to their dens. These creatures have no qualms condemning trespassers to an eternity rotting in the **Choking Grounds**—and even fouler fates.





the broken stair



ver the course of a hundred years, fiendish Hell-spawn have reshaped the Earth, twisting the shattered works of man into monuments to their own cruelty.



The Broken Stair is such a tribute. Once a highway that stretched above the city, it has been torn to pieces, giant slabs of concrete suspended on chains, a perverse staircase spiraling towards the Destroyer's throne. Demons and the soulless husks of man roam across each step. They hunt Uriel's angel warriors, eager to pay homage to their master.

echo gorge

Echo Gorge is carved into the city like a jagged wound. Its sheer cliffs stretch for miles, from the blasted heights of the Destroyer's Tower to the lakes of magma that roil beneath the Bat Queen's roost. It is a place filled with noxious mists, its dread silence broken by the occasional falling corpse. Battle-worn angels and winged demons fight high above the haze, casting bloodied foes into the depths, their screams of rage echoing, once, twice...then never again.





twilight cathedral

Within the sacred halls of churches, mankind once found refuge from the evils of the world. But, in the End of Days, even the houses of God were ground to dust. Only the **Twilight Cathedral** was left standing, and it has festered into something truly unholy.

The cathedral has been claimed by the Bat Queen Tiamat. Its walls are stained with the blood of her prey, and hellfire boils through the stone floor. The tower teems with winged demons who worship their sadistic queen. The only hymns now heard in the Twilight Cathedral are the screams of the tormented.





drowned pass

Flanked by mountains of cinders and lakes of fire, the **Drowned Pass** somehow refuses to evaporate into the skies. Its waters swiftly gathered when the first meteors fell, engulfing buildings and the doomed souls trapped within them.



The Pass has since become a spawning ground for certain demons, gilled horrors that lurk in the depths. Those who seek this place are doomed to darken the waters with their blood.



anvil's ford



The **Anvil's Ford** is hidden in the wastes. Here, sparks leap from an anvil as steel is flattened and honed. Above this blazing forge leans Ulthane, a being far older than the war between Heaven and

Hell. With each clang of metal on metal, Ulthane perfects legendary arms and armor. The Smith will need such an arsenal if he is to survive the demon hordes.



the hollows


A century ago, before the last breath of humanity was drawn, the subway teemed with activity. Countless souls passed through the dark tunnels, unaware that their world was nearing its end.

The savage tremors of the Apocalypse twisted the subway's tracks into knots, and the seas reclaimed the passageways. Now the subway stands as a watery grave for the city's last travelers. Drawn by the musk of death, the lowly vermin of Hell scabble through the flooded den of evil, now known as **The Hollows**.





the ashlands

 In the outskirts of the city there is a desolate wasteland where the remains of charred buildings and scorched bones are blown into dunes. These are **The Ashlands**, where the air is thick with death, the ground littered with decay.

The demons speak of titanic beasts below the dunes, and a vast arena that towers above them, where some manner of twisted blood-sport is enjoyed by the servants of Darkness. But from a distance, the Ashlands are nothing more than a curtain of soot, swirling and black, like ink spilled in churning water. Wise is the man who never seeks a closer view.



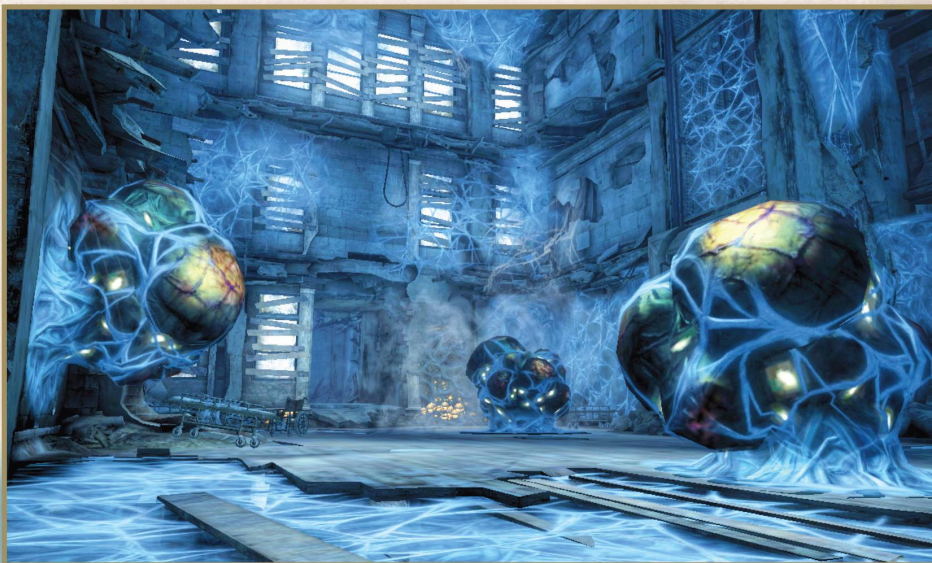




silitha's loom

Silitha's Loom stretches for miles, a tangled labyrinth of cobwebs that cling to the toppled city towers, suspended above the earth. Cocooned within are angels, mummified humans, and other horrors. Some are still alive, hung like preserved meat for the Loom's mistress.





Others are corpses missing limbs and heads and torsos, mere snacks for her many-eyed children.

Those who visit the loom risk becoming one more entrée on a nightmare's menu.



the black throne

Rooted above a gaping wound cut deep into the earth, **The Black Throne** stands as both a stronghold of Hell's power and a symbol of the Dark One's victory. It rises high above the broken city, obsidian-colored brick stretching into unholy flame, a never-ending inferno reflecting but a fraction of the Destroyer's might.

Those who do not bow before the monolith are broken before it.







MAD
CHRIS
07



Characters



war

The Horseman War has charged into countless battles astride his spectral steed Ruin, leaving a trail of blood and bones in his wake. His eyes and hair are as white as the chill he casts on his enemies, for the fury of his sword is unmatched. As unyielding as time itself, War is both honorable and savage.

When summoned to the Final War, the Horseman's task was to purge the Earth and bring the Kingdoms of Heaven and Hell into a new era. But he was betrayed, and his actions wrote the end to the chapter of man. Now, War seeks his revenge. Surely, only the Horseman's wrath can burn away the pure evil of the Destroyer's reign.





ruin

Ruin is the legendary steed of the Horseman War. When Ruin emerges from the earth in a cloud of swirling flame, his master's enemies are truly doomed. Astride his mount, War strikes harder, faster, and wider, his powers magnified by the stallion beneath him.

Across the cursed planes of Earth, surely nothing will escape the blazing union of War and Ruin.



the watcher

The Charred Council is not averse to evil. Rather, they embrace it as part of the balance they're sworn to protect. The Watcher is an example of such tolerance. Spiteful, fast-talking, and cruel, he is nevertheless one of the Council's most trusted servants.

Empowered by the Council, the Watcher flagrantly tortures and humiliates his charges, dripping poisonous insults and sarcasm onto their prostrate forms. When War runs afoul of the Charred Council, the Watcher jumps at the chance to lay the mighty Horseman low. Proof that even demons should be careful what they wish for . . .



vulgrim

Vulgrim's twisted mind spins with many detestable schemes, and he has grown more devious since mankind exhaled its last breath. If this wretched demon's business is collecting souls, his pleasure is devouring them.

Always ravenous, Vulgrim will beg, steal, or kill for souls. He has also been known to trade for them. A desperate warrior might find such a black bargain palatable. To find him, one need only seek Vulgrim's glyphs, burned into the ground beneath demon haunts and the broken shells of buildings.





charred council

There is but one authority in the universe that cannot be questioned—the Charred Council. These three omniscient beings, bound by ancient laws, are charged with preserving the balance between Heaven, Hell, and the Kingdom of Man. To oppose the Council’s edicts is to invite terrible retribution at the hands of its enforcers, the dreaded Four Horsemen.

When he stands accused of the Apocalypse, not even the Horseman War can escape.



samael



Samael is a demon of terrible power and warped beauty. His black wings are hideously inverted, a cruel mockery of the angels he has battled for so long. To look upon Samael is to know the true face of evil.

Samael rejected the Destroyer’s rule. For this, he was imprisoned for eternity. Now, his every thought is of vengeance. His rage throbs from the heart of the Scalding Gallows. Could the redemption of this bleak world lie with one so utterly consumed by fury?

tormented gates

The Tormented Gates are massive creatures made of stone. They fold their tremendous arms before them to form an impenetrable wall, a trait the Destroyer has used to turn the gentle creatures into towering barricades. No sword can cut them, no hammer crack them; the Tortured Gates will only move at the sound of a horn that, like the Earth itself, has fallen into evil hands.



ulthane

Ulthane is an Old One with a unique perspective on the endless machinations of Heaven and Hell—they don't concern him one bit. He greets demons and angels alike with a wink, a merry whistle, and the business end of his black hammer.

The only thing Ulthane takes seriously is the shaping of steel. Among the ranks of legendary weapon-makers, he is unmatched. His own strength manifests in every line and curve—swords that could kill gods, and armor that could defy them. The Destroyer will not allow such weapons to be forged again.





uriel

Uriel was always one of Heaven's most noble warriors—but when Abaddon fell, something broke inside of her. Though her blade is now dull with the gore of a thousand demons, she continues to lead the Hellguard



across the Earth in an endless search for more to slay. Yet it is clear that no amount of demon blood will ever calm Uriel's anguished rage, or reopen the gates of Heaven.

abaddon

The archangel Abaddon was once a valiant warrior of the Light, feared by Hell's minions and respected by the angels who served under him. His fierce determination to rid the world of infernal corruption was as strong as any weapon. But in the heat of battle, even an iron will can be sundered.

Abaddon led the Heavenly Host into combat during the first desperate hours of the Apocalypse, slaughtering uncounted demons—until the Horseman War distracted him. An instant's hesitation was all that the demon Straga needed to crush Abaddon and drag him into the depths of Hell. The Army of Light has yet to recover from the shattering loss of their champion.





azrael

What use is there for an Angel of Death in a world without humanity? Azrael was once preeminent among the Archangels, the steward of the Underworld and guardian of the Well of Souls. With his friend Abbadon, Azrael formed Heaven's policies for its war against the Dark Prince, and helped create the angelic Hellguard legion.



But when the armies of Heaven were swallowed in the fires of the Apocalypse, Azrael vanished as well. For one hundred years, the Angel of Death has remained missing...and his fate, unknown.

the destroyer

This is the Destroyer's kingdom. The demons howl his name as they sharpen their knives. The angels scream it as their flesh is shorn away. The mangled corpses of man rise to serve him, his will coursing through their veins.

Hell's victory in the Final War has carried the Destroyer to triumphal heights. Those who stood against him were slain or shackled...forgotten. Now his Black Throne dominates the horizon, crackling with its unholy aura. Nothing stands between the Destroyer and an eternity of ruin.





The Hordes of Hell





The Chosen

❧ tiamat ❧

Among the Destroyer's feared Chosen, there are none more savage or sadistic than Tiamat, the Dusk Queen. This monstrous, bat-winged demon lurks in the shadows of the Twilight Cathedral, once-sacred ruins now littered with the rotting carcasses of her prey.

Her jaws can shred flesh to ribbons, and her club-like tail shatters skulls. But save your pity for Tiamat's less fortunate victims, those whose agonies are prolonged with cruel and fiendish torture.



❧ griever ❧



The Griever skitters along the abandoned subway tunnels, unhindered by her blindness. From holes in her shoulders and back, she emits swarms of insects to harass her prey. Her lance-like arms dig furrows into concrete, and valleys into flesh.

The Earth's defilement can be measured by the frequency of her roars, each marking another soul lost to darkness.

the stygian

Among the monstrous, worm-like Torture Coils that burrow beneath the Ashlands, the behemoth **Stygian** towers above them all. The Stygian's stone hide is virtually impregnable. It hurtles across the wastes like a runaway locomotive, its maw an abyss ringed by razor sharp teeth. In the obliterated wilds of the Apocalypse, the Stygian is king.

The Destroyer's intruding minions have challenged the Worm's reign, but all have perished horribly.



silitha

Many unfortunate creatures find themselves trapped in Silitha's intricate webs, a silken snare strung across a corner of the Destroyer's city. She takes great pleasure in cracking bones between her fangs to suck out the marrow, or casting them into the chittering jaws of her children.



But sometimes, Silitha preserves her prisoners, to better enjoy their slow agonies. For the Spider Queen spins more than webs. She spins sadistic tales of woe, and writes their unhappy endings in her own venom.



straga

The demon Straga has long been known as a brawny, dimwitted behemoth. But no one took true measure of his strength until both Abaddon and the Horseman War were crushed beneath his fists.

Straga now revels in his role as the Destroyer's champion, a one-demon phalanx between the Dark Prince and all who would oppose him. Who could possibly defeat such a fearless, bone-splintering force of nature?



Mini-Bosses

gholen

There is nothing subtle about the massive Gholens. The very ground trembles under their monstrous weight. Each hand is impossibly hard and smolders with fire that cannot be quenched. Gholens shake off blows that would fell trees, and crush skulls as if they were clay.

Even the earth itself yields to their rage. Streets are turned to rubble beneath the concussion waves of the Gholens' fists.



trauma

There are many hellish creatures in the Destroyer's army, but few can match the savage strength of the Trauma, so fierce that even the legions of Hell saw fit to lock them away.

The chains that once bound them now hang loosely from their hands and neck. The colossal beasts are free to wield their mammoth claws, daggers that can shred through steel as easily as flesh. Their brutality is fearsome to behold—and if you are close enough to witness such, you are not long for the world.



the jailer

The Jailer's hulking torso is formed from the remains of his victims, each doomed to death and decay. While his victims' bodies rot, their souls linger close by, trapped forever in the cages that hang beneath his bloated bulk. These souls can be summoned as rotting corpses to serve the Jailer's malevolent whim, harrying his prey, while he brings his own mammoth bulk to bear. It should be no surprise that the Jailer has plenty of souls to spare.



Enemies

wicked

Countless corpses have been raised to bolster the Destroyer's army. But even more have risen on their own, fueled by the agony of their evil souls.

A great number of the Wicked roam this darkened world. Their clothes and skin have long since moldered to dust, exposing tendon, bone and the scars of their death-wounds. Driven to madness by their eternal torment, these fiends attack anything in their paths with the tenacity of jackals.



swarm

The Apocalypse was such a holocaust of flame that even insects, the most resilient of all earthly life, failed to survive. There are no more bees, or moths, or dragonflies—only the infernal Swarm.

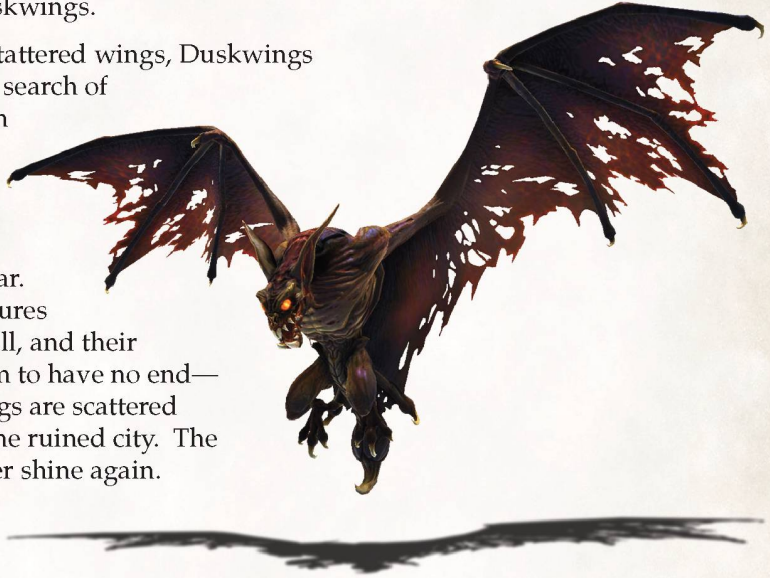
These monstrous locusts buzz above the wastes in thick clouds. Individually, they are faceless lumps of carapace and wing, delicate yet surprisingly lethal. Each member of the swarm boasts a lethal stinger, forked and dripping venom. Pray you do not survive their sting.



duskwing

There are parts of the Destroyer's kingdom where the sky is forever darkened by clouds of ash and pestilence...and the black and ravenous Duskwings.

Hovering on tattered wings, Duskwings are forever in search of carnage. With claws, fangs, and fury they render their victims a bloody smear. The vile creatures live only to kill, and their numbers seem to have no end—Duskwing eggs are scattered wide across the ruined city. The sun may never shine again.



phantom guard

From the greatest of Infernal Lords to the lowest of the Wicked, Hell's legions still spread across the Earth. The Phantom Guard forms the backbone of this army.

These demons are hideous to behold, with craggy faces, stunted wings, and armor as jagged as their flesh. For years the Phantom Guard hunted the remains of mankind without pity. Now, they battle the few lost angels who still roam the scorched sky, sating their bloodlust on those they bring to ground.





undead

In the war between Heaven and Hell, humanity found no escape—not even in death. Animated by the Destroyer’s power, the Undead corpses of man still creep across the Earth, their empty eye sockets burning with their master’s will.

The Undead are relentless foes, as they sense neither pain nor fear. Indeed, these mindless slayers have been known to walk through a hail of gunfire to reach their prey. They are a most challenging enemy, for how might a warrior kill that which is already dead?



minion

The Minions are the Destroyer’s hounds. Misshapen masses of heads, torsos, and limbs fused into a hideous array, they seem unlikely to move, let alone scour the wastelands for prey. Yet, they are counted among Hell’s swiftest hunters, so successful that over the decades, their victims have grown brutally scarce. What will the foul Minions kill when even Angels are no more than heaps of bone?





the fallen

The Fallen are twisted shadows of their angelic brethren, opportunistic hunters that prowl the skies over Earth's destroyed cities, their dark silhouettes dancing through the clouds and ash overhead. They dive on their prey without warning, loosing shouts that echo for miles through the dead canyons of man's fallen kingdom. Even the skies must be counted as part of the Destroyer's domain.



angel champion

Though most were murdered, broken, or exiled, a small number of Angel Champions remain on Earth.

These deadly seraphim lead the charge against the Destroyer's armies, floating on armored, flame-spewing wings. When airborne, their agility is as impenetrable as any shield. They wield energy swords, with blades sharp and white hot, enough to slice through hides cured by millennia of hellfire. Against a true General of the Light, a legion of lesser demons may be decimated.

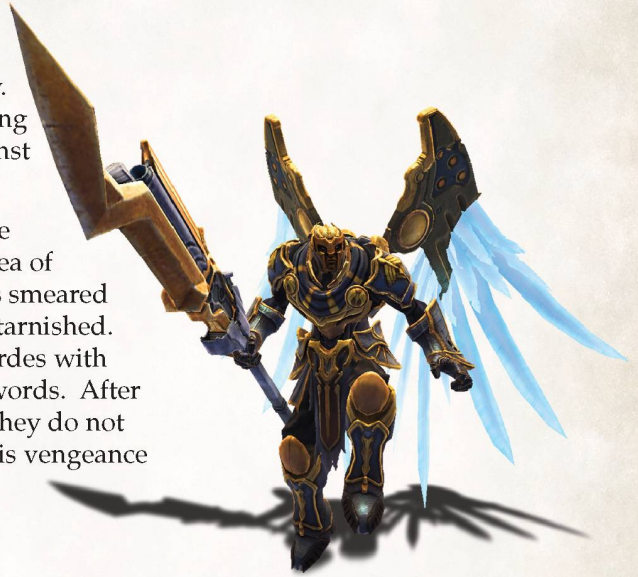


angel soldiers

When the Archangel Abaddon fell, the Army of Light dimmed irrevocably.

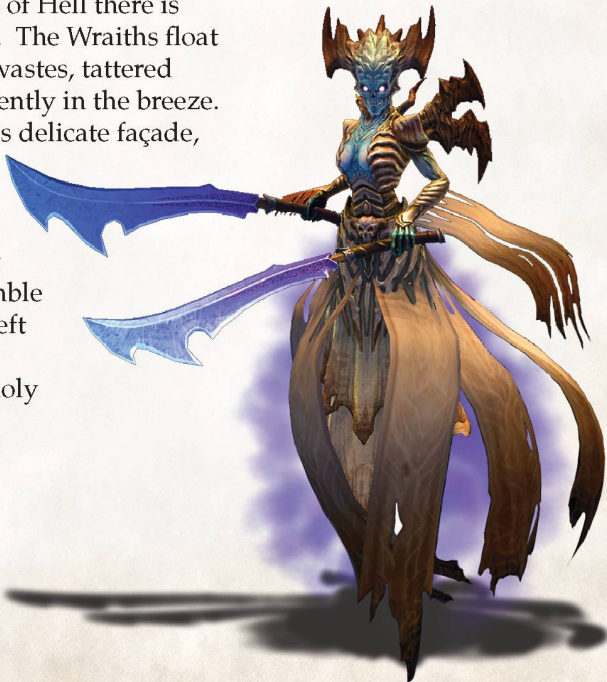
Still, Uriel leads the surviving Angel Soldiers in battle against Hell's forces.

They can be seen crossing the wasteland, white dots on a sea of black. Their golden armor is smeared with ash, but their will is untarnished. They lay waste to demon hordes with blazing guns and flashing swords. After one hundred years of exile, they do not seek to redeem the world; it is vengeance that fires their hearts.



wraith

Among the horrors of Hell there is also seductive beauty. The Wraiths float alluringly above the wastes, tattered garments billowing gently in the breeze. But beneath a Wraith's delicate façade, there is only hunger. These she-demons devour life force, mercilessly extracting it from any who stumble near. Their prey are left mere husks, the cast-away shells of an unholy sirens' feast.



torture coil

A century of feasting on the remains of man has only whetted the appetite of the Torture Coils, massive demonic worms that roam beneath the wastes. Even demons must tread lightly when a Torture Coil is near. Anything, anyone, that the Torture Coil detects, is sure to disappear amid plumes of ash and razor fins. They emerge from the sand with mouths open, dark and hungry like black holes. There is little that can outrun them, which is to say, there is little that they cannot kill.



undead shield lord

The Undead Shield Lords are among the most dangerous of the living corpses who serve the Destroyer. Their dark armor bristles with spikes and thorns. Their shields are razor-sharp, tapering down to a vicious point that the creatures seek to drive into their foes.

Hidden beneath such a shell, little about the Shield Lords seems human. Only the stench that follows them, that of soured blood and desecrated graves, hints at their unspeakable origin.



rot mauler

The Destroyer has left the Earth a corrupted, diseased place of torment—the undead known as Rot Maulers are but one manifestation of his malignant hand.

A green haze oozes from the folds of the Rot Mauler's skin. Within this toxic cloud of gas, flesh putrefies and weapons lose their edge. Protected by this mist, the Rot Maulers mount furious melee attacks. Only when stunned does this cloud dissipate, leaving the Mauler vulnerable for a brief moment. The only sure defense against this relentless foe is to kill it—again.



abyssal rider

The Abyssal Riders are Hell's cavalry, armed to eliminate any who oppose the Destroyer. Beneath their armor, the Riders are cracked and pale, their flesh barely able to contain the hellfire that roils within. They can release this energy in sorcerous attacks, or channel it into their shrieking phantom steeds. From across the Destroyer's bleak kingdom they can be heard, the pounding hoofs rolling over the dunes, like the distant beat of Death's Drum.





baby spider

Silitha's Loom is a maze of web and fire-husked buildings, so silent that the patter of crumbling concrete echoes for miles. But these ruins are not unoccupied.

Hidden throughout the moldering towers are globular birthing sacs that pulse with life. When the sacs burst, Broodlings are strewn onto the ground.

These spiny-backed monsters will engulf any living thing that intrudes on the Loom. In seconds, their vicious mandibles can pick a victim's bones clean. With each passing day the swarm grows ever larger.





War's Arsenal



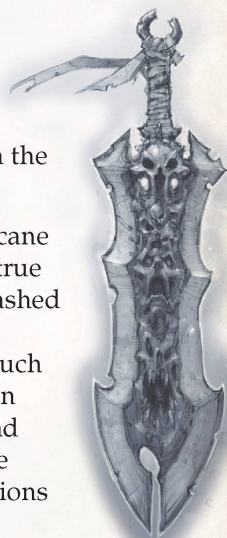
Weapons

chaoseater

Chauseater is a sword unlike any other, an unforgiving weapon that has slaughtered countless enemies, their fate foretold by the death-masks artfully etched along its massive blade. Many a battle has been decided by Chauseater's viciously honed edge, which can slice through the thickest demon bone as if it were candle wax.



As with most ancient arcane weapons, Chauseater's true power can only be unleashed by a master equal to its blood-stained legend. Such a master is the Horseman War. War's grim face and upraised sword could be the last thing Hell's minions ever see . . .



the harvester

Death's Scythe, the Harvester, boasts a blade that resembles a barbed wing—a fitting shape, for few weapons cut through the air with more and life-ending precision. This fabled weapon was made many ages ago, to fill the bony hands of the Horseman Death.

The scythe slices in great arcs, harvesting bushels of heads and gallons of blood. Even the intangible shades of Hell part like acrid vapor against its greedy edge. From death, there is no escape.



tremor gauntlet

Among the relics lost beneath the earth, the Tremor Gauntlet is uniquely frightening. It is an ancient glove lined with spikes, ornamented with a demon's face. The demon's eyes glow red with a single purpose—to amplify power. To possess the Tremor Gauntlet is to become the weapon.

For the Tremor Gauntlet's master, each finger has the fortitude to break enemies in half. Imagine armor imploding at the force of a blow, and massive barriers crumbling to dust. It is the stuff of demons' dreams. For the rest of us, let us hope it remains only in our nightmares.



redemption

What angels lack in claws, teeth, and cruelty, they more than make up for with weaponry. Blazing with the radiance of the White City, Heaven's ordnance can burn away demons and their shadows.

Redemption is among the greatest of these weapons. More cannon than

gun, it fires powerful rounds that punch holes of purifying fire into the dark sky. The spreading flame of each shot is perhaps the truest light now cast upon this Earth.



fracture cannon

It takes but one glance to understand the Fracture Cannon's terrible purpose. It is a ghoulish instrument of death, with a massive barrel, notched spikes, chains, and a fiendish skull. The cannon fires obsidian bolts that tear through flesh like wet paper—and explode into greedy flame. Even at range, the rolling thunder of each shot can shatter armor as well as bone. It is a small mercy that few are strong enough to wield this immense weapon.



Bear Items

earthcaller

Even when silent, the Earthcaller appears to be screaming. Its mouth has been carved to resemble two demon faces twisted with rage. The horn is a powerful artifact, able to channel fury into raw sonic power, knocking back foes—and breaking spells of slumber.

Far more than a weapon, the Horseman War will surely find use for the Earthcaller.



crossblade

There are many profane weapons scattered about the ash of Man's kingdom. Few can match the speed and lethality of the Crossblade.

It is a cluster of four blades that can be thrown with brutal force. After arcing deep into flesh, the Crossblade returns to its wielder's hand. The Crossblade can also absorb the properties of certain elements it passes through—such as fire and plague—and translate them into further mutilation. Even the mightiest of the Dark One's legions must dread a weapon of such power.





mercy

On the battlefields of the ruined Earth, the four-barreled pistol called Mercy seems quite modest, easily dwarfed by weapons wielded by angels and demons alike. Yet it is far deadlier than any firearm the Kingdom of Man has ever seen.



Mercy generates its own supply of lethal bullets. The rate of fire is defined only by how quickly its master can pull the trigger. In skilled hands, the gun's endless fusillade of slugs can cut down an entire enemy regiment—cleansing the Earth, or casting it into darkness.

abyssal chain

Death is not always a cacophony of death cries and armor-beating. Sometimes it is a muffled tchink...a silent pause...and a sharp point through the heart.

The Abyssal Chain is a supernatural gauntlet forged to deliver such a fate. It fires a spearhead out of its engraved mouth with blinding speed, unspooling a chain behind it. This chain can be retracted to drag a dying foe to an even fouler fate. Or, it can pull the Chain and its master skyward to swing across the wastes.



voidwalker

The Voidwalker does what no mere weapon can: it opens a hole in reality itself.

This arcane artifact seethes with energy, which can be fired through the veil of the universe. When two such perforations are made, dimensional space curves back upon itself—and the Voidwalker's holes are connected. To step into one hole is to exit the other to a new location. Thus, the Voidwalker's master can weave his way through the byzantine wastes, to access every bloody nook and corpse-filled cranny.



mask of shadows

There is a realm hidden behind our own, where shadows conceal relics of unimaginable power, sequestered from the physical world. The Mask of Shadows allows one to peer into this domain, and to acquire the artifacts—and power—shrouded within.

But beware. The Destroyer's kingdom may extend even to this unknown dimension. And wherever demons are found, even darker things lurk, just out of sight.







Abilities & Powers

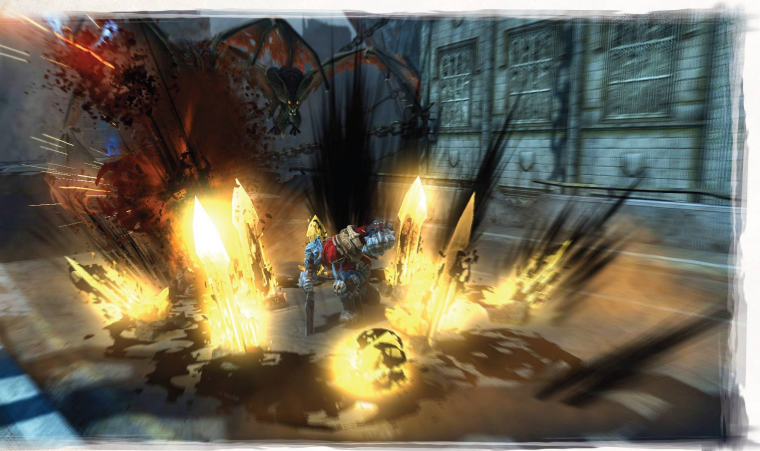




Wrath & Powers

blade geyser

Harnessing the power of the Chaoeater, this attack summons a field of deadly blades around War.



affliction

Plague enemies with an affliction that causes damage over time.





immolation

Scorch War's enemies in a barrier of smoldering Hellfire.



stone skin

War's flesh hardens, reducing enemy damage and increasing the effectiveness of War's attacks.





Chaos Form



War's manifestation of battle - a huge 13 foot demon of brimstone and fire.



passive abilities



Block Counter

Utilized just before impact, War can deflect and counter physical and projectile threats.



Chronomancer

Chronospheres hold the power to slow down time. Use Crossblade to activate Chronospheres at distance. Slow time to avoid danger or gain access to solve puzzles.



Ruin

War's phantom steed can be summoned any time the Ruin icon is active.



Ruin + Soul Bridge

War can now access once dormant Soul Bridges. Charge Ruin through their pillars to activate them.



Serpent Holes

This ancient network of pathways flows throughout the world and beyond. Seek out Vulgrim Locations to gain access to these passageways.



Shadowflight

These supernatural wings enable War to temporarily glide inside Shadow Currents to soar high into the air.







Achievements & Trophies





	X360	PS3	PS3 Trophies
Prison Break: Free Samael from his prison	20	15	Bronze
Death Dealer: Meet Vulgrim	10	15	Bronze
Like A Bat Outta Hell: Defeat Tiamat	40	30	Silver
One Tough Cookie: Meet Ulthane	10	15	Bronze
Rocked Your Face Off: Defeat The Griever	40	30	Silver
Ashes to Ashes: Defeat the Stygian	40	30	Silver
One Mean Mother: Defeat Silitha	40	30	Silver
Playback's A B****: Defeat Straga	50	30	Silver
The Final Challenger: Defeat the Destroyer	70	30	Silver
Balance Restored: Defeat the game on NORMAL	100	90	Gold
The True Horseman: Defeat the game on APOCALYPTIC	100	90	Gold
To Move A Mountain: Collect the Earthcaller	10	15	Bronze
Who's Counting?: Defeating more Angels than Ulthane	20	15	Bronze
Reach Out & Touch Somebody: Collect the Abyssal Chain	10	15	Bronze
Into The Void: Collect Voidwalker	10	15	Bronze
Elemental Thief: Collect the Crossblade	10	15	Bronze
Sight Beyond Sight: Collect the Mask of Shadows	10	15	Bronze
Devastator: Kill 10 enemies with one blade geyser wrath attack	10	15	Bronze
Treasure Hunter: Search 150 chests	20	30	Silver
Tremor Bringer: Collect the Tremor Gauntlet	10	15	Bronze
An Old Friend: Collect Mercy	10	15	Bronze
Reaper: Collect The Scythe	10	15	Bronze
Aerial Predator: Kill 160 enemies while on the angelic beast	20	15	Bronze
Full Power: Collect the maximum amount of lifestones	20	30	Silver
Wrath of War: Collect the maximum amount of wrath cores	20	30	Silver
Ultimate Blade: Forge the Armageddon Blade	20	30	Silver
Wrath Machine: Collect all the Wrath Powers	10	15	Bronze
Reunited: Obtain Ruin	20	15	Bronze



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Slayer: Kill 666 Demons	10	15	Bronze
Don't Make Me Angry: Collect the Chaos Form Ability	20	15	Bronze
Chasm Jumper: Collect the Shadowflight Ability	10	15	Bronze
World Raider: Collect All 27 Artifacts	30	30	Silver
Legendary Form: Collect the Abyssum Armor Set	20	30	Silver
River of Blood: Shed 3000 gallons of demon blood	10	15	Bronze
Dark Rider: Ride for 100 miles	10	15	Bronze
Horseman: Kill 150 Demons from horseback	20	15	Bronze
Time Lapse: Collect the Chronomancer Ability	15	15	Bronze
Battle Hardened: Max out all weapons & unlock all combat moves	20	30	Silver
High Flier: Kill 5 duskwings without touching the ground	20	15	Bronze
Improvised Kills: Kill 150 enemies with items from the environment	10	15	Bronze
BFA: Unlocked EVERYTHING	30	0	Platinum
You Call That Easy?: Complete the game on EASY	10	90	Gold
Open Air Parking: Taking out a helicopter with a car, during the apocalypse	5	15	Bronze



